PlayStation®

NTSC U/C

PlayStation®

EVERYONE

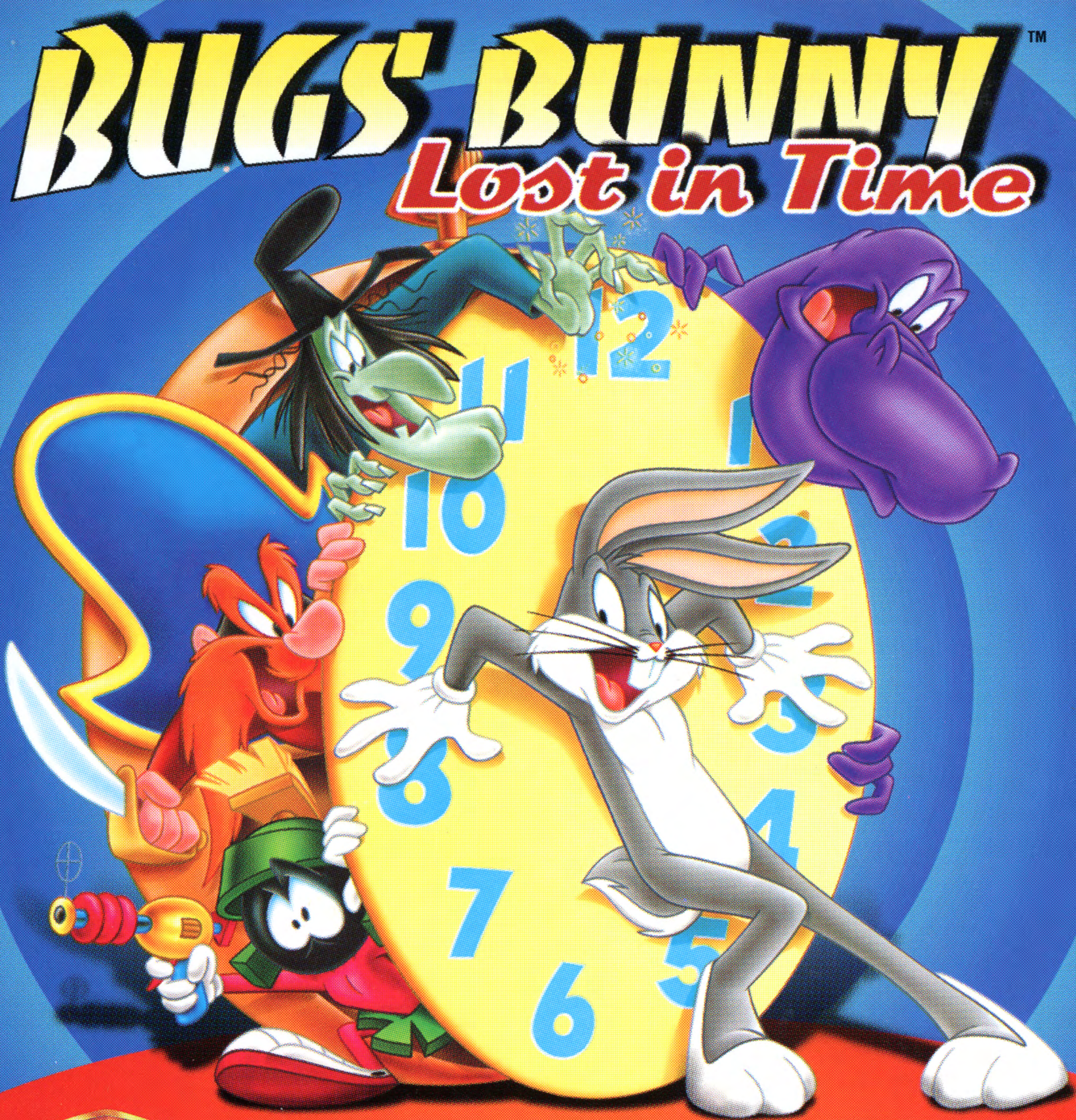
E

CONTENT RATED BY ESRB

SLUS-00838

BUGS BUNNY™

Lost in Time



INTERACTIVE ENTERTAINMENT™

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Warning: Read Before Using Your PlayStation® Game Console

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling Your PlayStation® Disc

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold it by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

BUGS BUNNY™ Lost in Time

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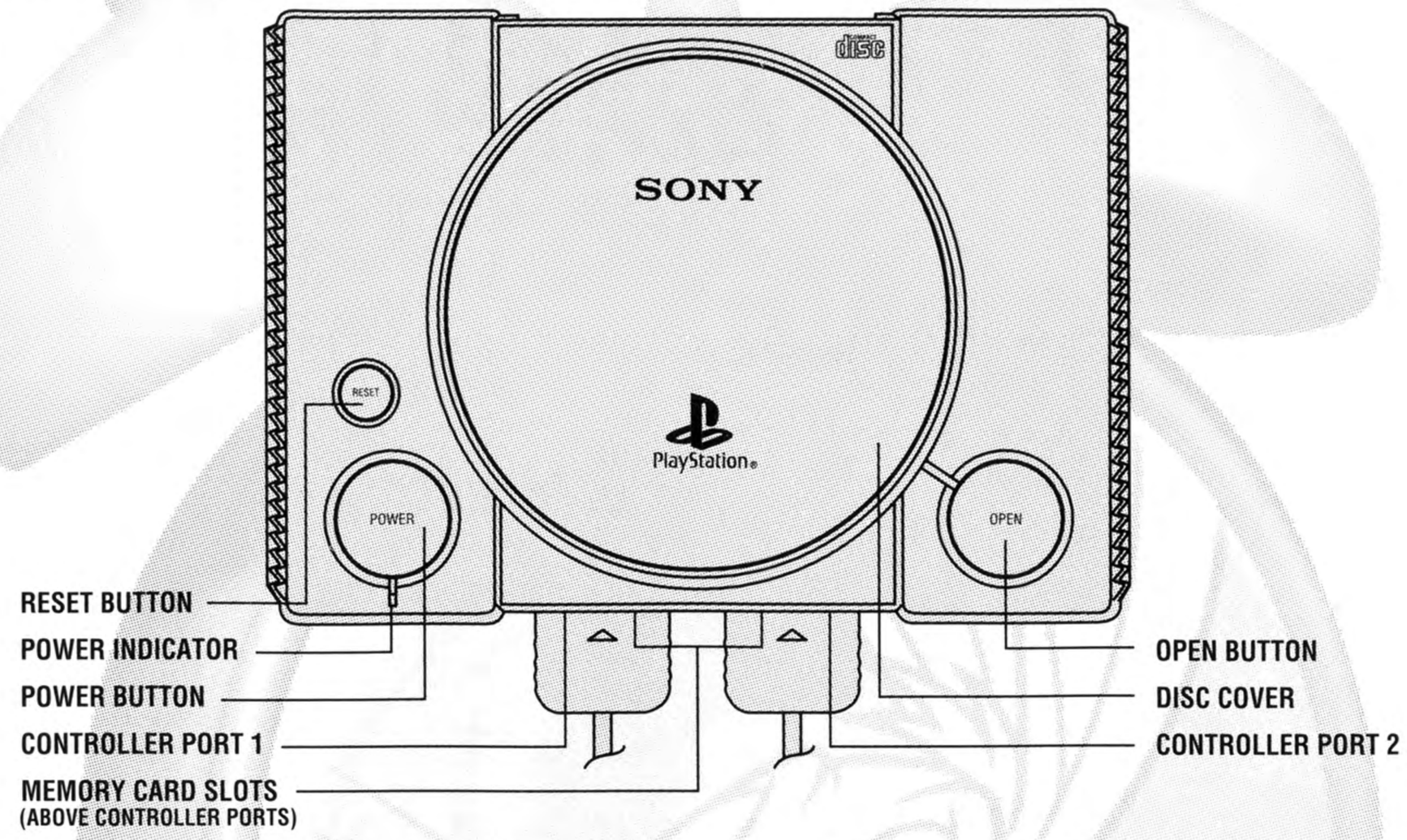
GETTING STARTED



1 *Set up your Console according to the instructions in the User's Manual.*

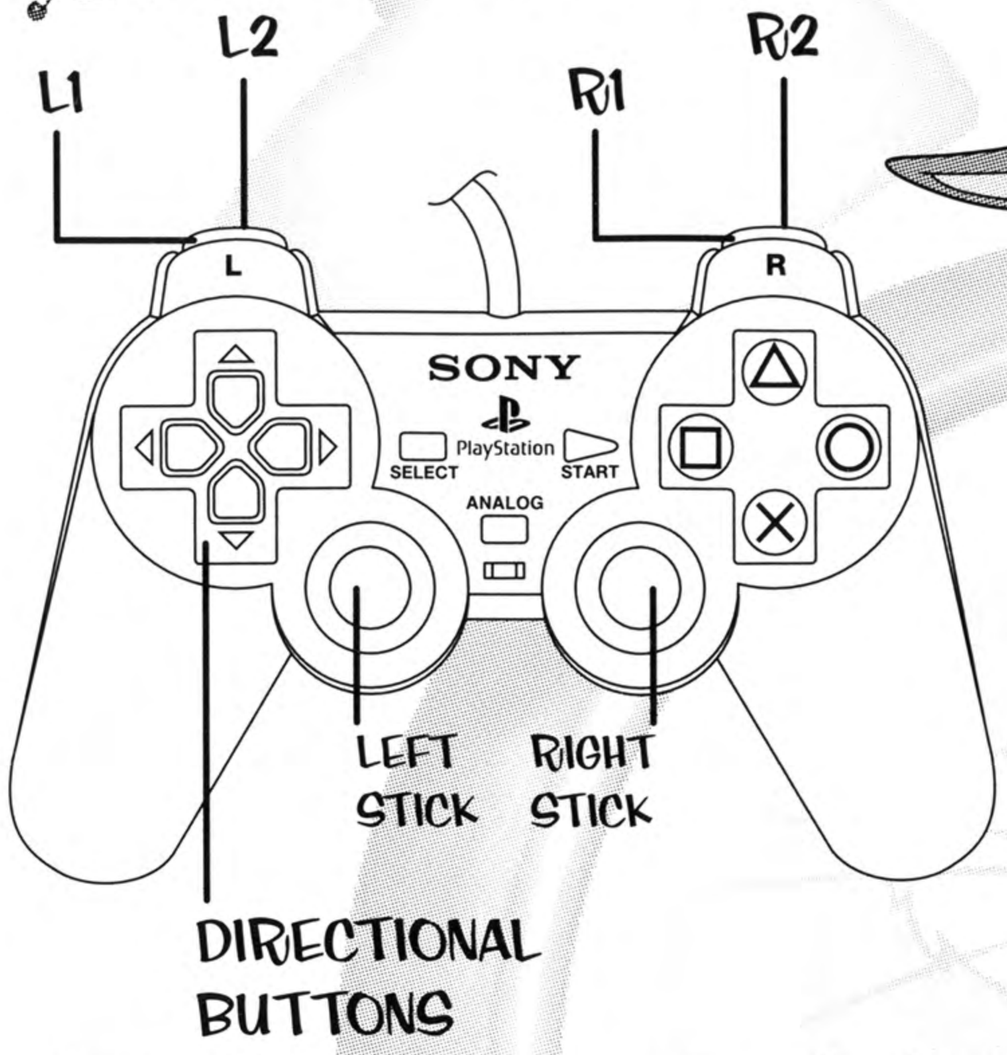
2 *Check that the Console is OFF before inserting or removing a Disc.*

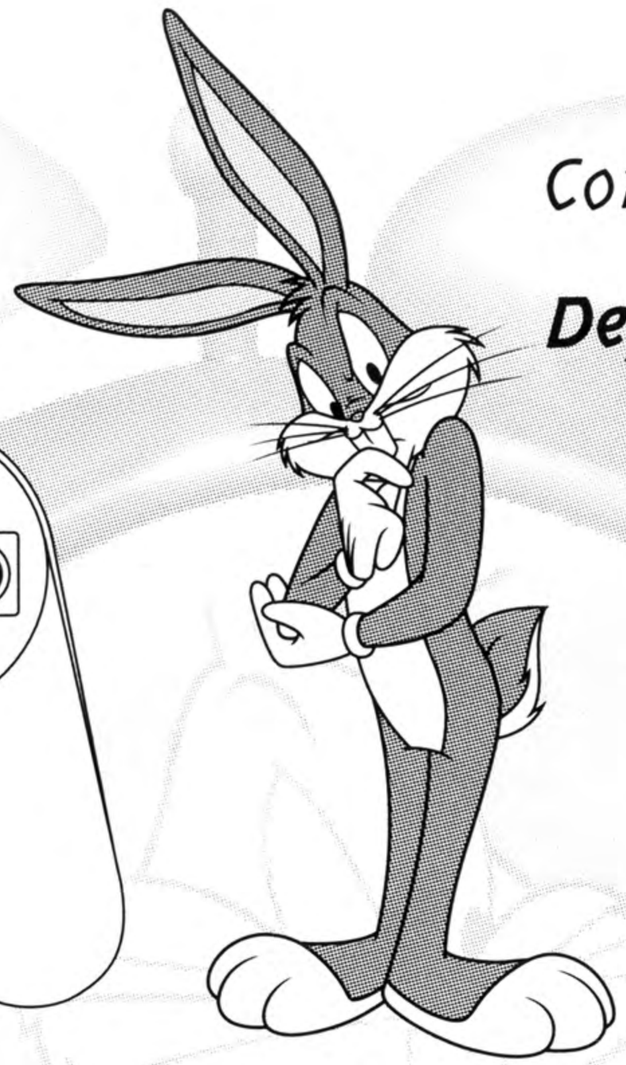
3 *Insert the* ***"Bugs Bunny Lost in Time"*** *Disc and close the Disc Cover.*

4 *To reload a game or save a new game, insert a* ***Memory Card*** *into Memory Card Slot 1.*
Before starting, check to make sure you have enough free memory blocks available.

5 *Connect your* ***Controller*** *to Controller Port 1 and turn on the Console using the Power Button (ON).*
It is recommended that you do not connect or disconnect peripherals or Memory Cards while the Console is turned on.

CONTROLS





Controlling Bugs Bunny

Default Game Controls (Configuration 1)

Ears	○
Jump	✕
Kick	□
Dive	✕ + R1
Action	R1
Roll	L1
Eye	△

The Vibration function of the Analog Controller (DUAL SHOCK™) only operates when the Analog Controller (DUAL SHOCK™) is in LED Red Mode.

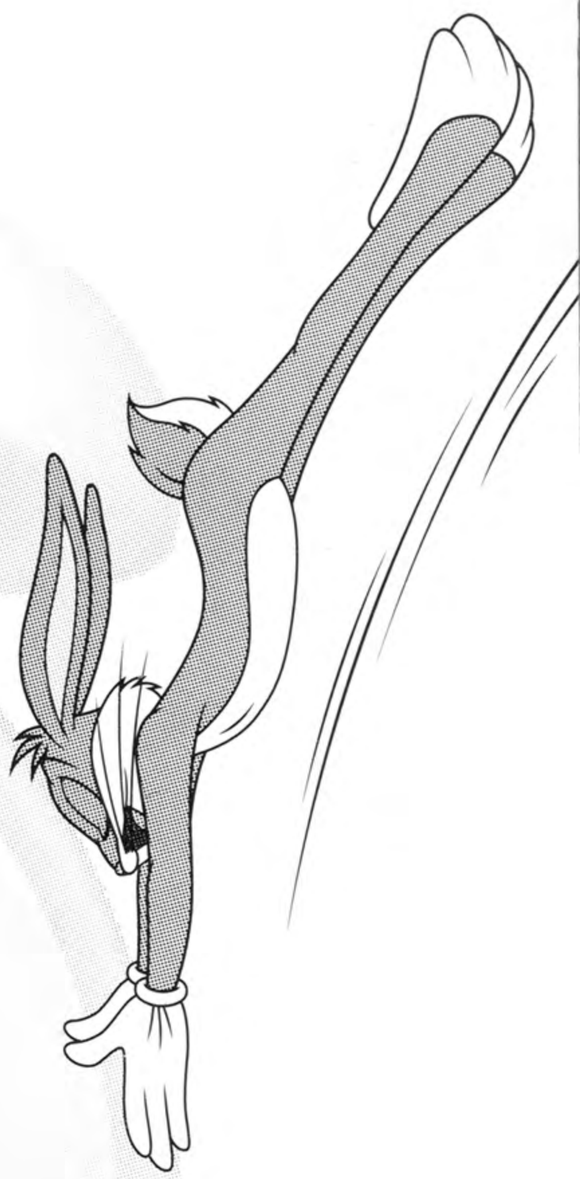
Directional Buttons or Left Stick

- Run forward/climb up objects (i.e. poles and ropes).
- Run toward the camera/slide down objects (i.e. poles and ropes)
- Run left.
- Run right.

To walk, lightly move the left stick.

Jump/Bounce	Press the **"Jump"** Button.
Bounce High	Hold the **"Jump"** Button while bouncing.
Crouch	Press the **"Ears"** button.
Walk Softly and Quietly	Hold the **"Ears"** Button and use the Directional Buttons or the Left Stick.
Push an object	Hold the **"Action"** Button and use the Directional Buttons or Left Stick when near an object that can be pushed.
Pick up an object	Press the **"Action"** Button and use the Directional Buttons or Left Stick when close to an object that can be picked up.
Drop object	Press the **"Action"** Button.
Throw an object	Press the **"Kick"** Button.
Kick object or villain	Press the **"Kick"** Button.
Roll	Press the **"Roll"** Button while running.

SPECIAL CONTROLS



Land softly using Bugs Bunny's ears like a helicopter:
*Hold the **"Ears"** Button while falling.*

Dive into a Rabbit Hole:
*Press the **"Jump"** Button then the **"Action"** Button when standing over a rabbit hole.*

Tunneling Underground:
*Use the **Directional Buttons** or the **Left Stick** while Bugs Bunny is underground.*

To Climb out of a Rabbit Hole:
*Press the **"Jump"** Button.*

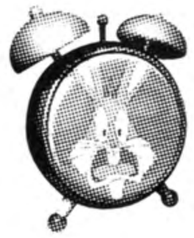
Bugs Bunny's View:
*Hold the **"Eye"** Button and use the **Directional Buttons**.*

Jump Over an Activated Fan or Fountain:
*Control Bugs Bunny's float with the **Directional Buttons** or **Left Stick**. The Jump action is also functional.*

Driving a Car or Motorcycle, Riding a Bike or Goat:
*Use the **Directional Buttons** or the **Left Stick** to move left or right. The Jump action is also functional.*

Three other controller configurations are available.

To change the configuration, choose Controller Configuration after Loading/Starting a New Game, and follow the instructions.



IT'S A LONG WAY FROM HOME

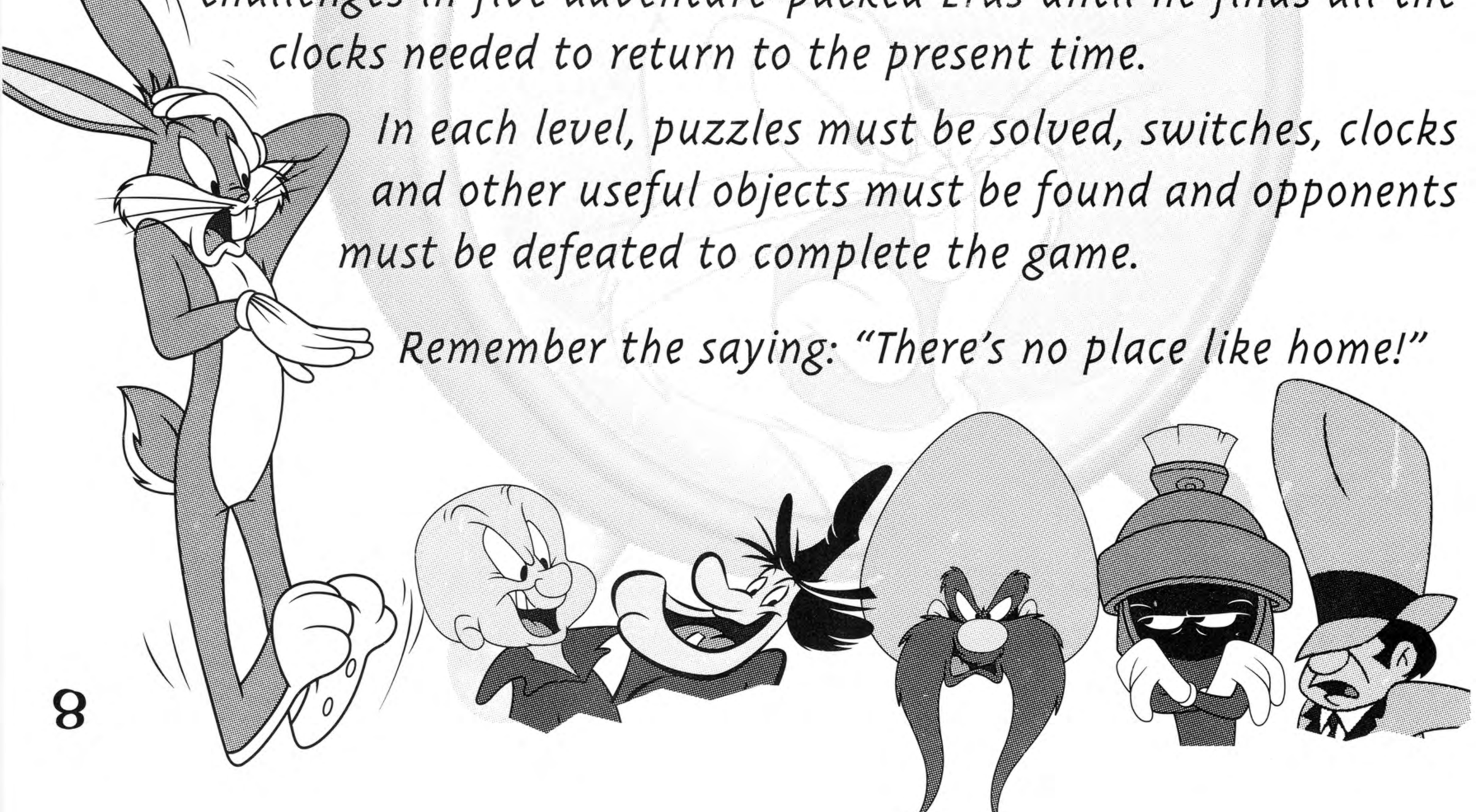
On his way to Pismo Beach, ***Bugs Bunny™*** *accidentally finds and activates a time machine. Bugs Bunny is immediately propelled through five different Eras in time and must find his way back to the present.*

It won't be an easy task, because blocking his way back home are some of the wildest troublemakers he has ever known — ***Elmer Fudd™, Witch Hazel™, Yosemite Sam™, Rocky™*** *and* ***Marvin The Martian™.***

Now lost in time, Bugs Bunny must accomplish a number of challenges in five adventure-packed Eras until he finds all the clocks needed to return to the present time.

In each level, puzzles must be solved, switches, clocks and other useful objects must be found and opponents must be defeated to complete the game.

Remember the saying: "There's no place like home!"



STARTING THE GAME...

The first screen displays the following option: ***Press Start.***
If the ***Start Button*** *is not selected, the demo mode is launched.*

When you press the ***Start Button,*** *the following message is displayed:* ***"Bugs Bunny Lost In Time requires one free block to save".***

If no ***Memory Card*** *is inserted in the Memory Card slot 1, two options are displayed:* ***Start New Game*** *and* ***Retry.***

If a Memory Card is inserted in the Memory Card slot 1, two other options are displayed: ***Load Game*** *and* ***New Game.***

Choose ***Load Game*** *to continue a previously saved game or* ***New Game*** *to begin the game.*

If a Memory Card is inserted in the Memory Card slot 1 and no save file has been created, you will be asked to create a save file.

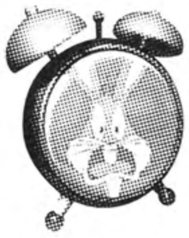
NOWHERE LAND

Before Bugs Bunny sets off to explore time, he will first need a little training. When the game begins, Bugs Bunny will appear in a location called the ***"Era Selector".***

At the beginning, Bugs Bunny can only travel to a location called ***"Nowhere".*** *To access* ***Nowhere,*** *press the ⊗ button.*

Here Bugs Bunny will meet ***Merlin Munroe™*** *his mentor throughout the game. In Merlin's world, Bugs Bunny is taught all the skills required to complete the five different Eras in order to get back to the present.*

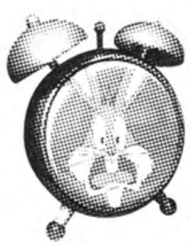
Once he has successfully accomplished the challenges Merlin has set before him, Bugs Bunny will be awarded his first Clock. This Clock enables Bugs Bunny to return to the Era Selector and access an Era.



SELECTING AN ERA AND A MISSION

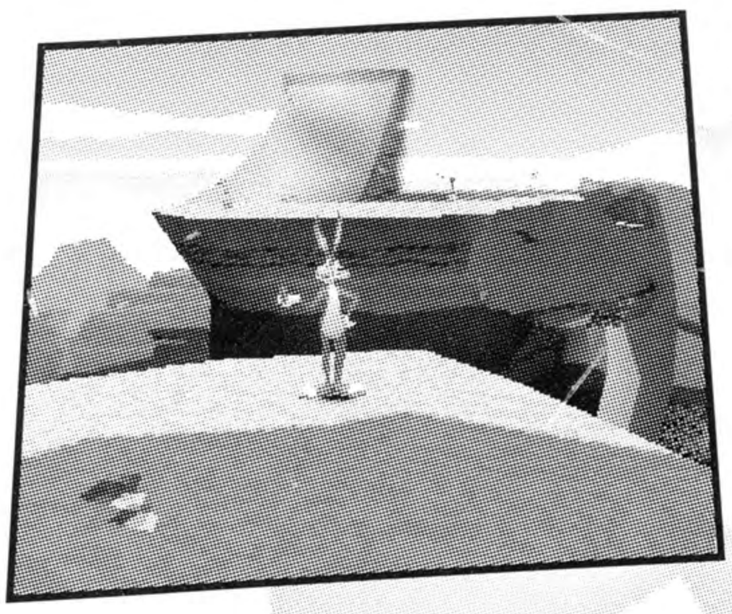
Once in the Era Selector, use the ***Directional Buttons*** *or* ***Left Stick*** *to move the time machine left and right. Bugs Bunny will not be able to access all Eras at the beginning. Each Era requires a certain number of Clocks to gain entrance. If Bugs Bunny has enough Clocks to access the desired Era, press the ⊗ button.*

Upon entering an Era, look for Rabbit Holes that offer access to different missions. Similar to Eras, missions also require a certain number of Clocks to gain access. If Bugs Bunny has accumulated the required number of Clocks, he can gain entrance by pressing ***"Jump"*** *then* ***"Action"****.*



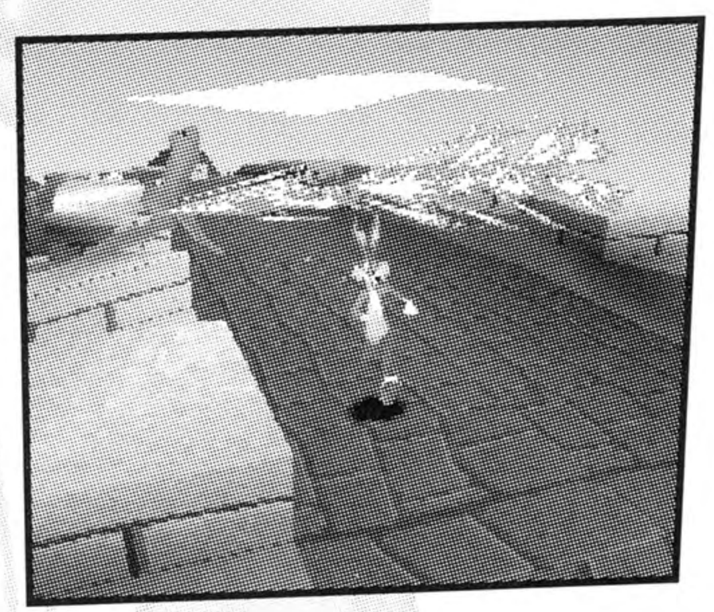
OFF TO AN ADVENTURE THROUGH TIME...

Now Bugs Bunny can explore time and meet up with some of the toughest adversaries in the Looney Tunes™ universe:



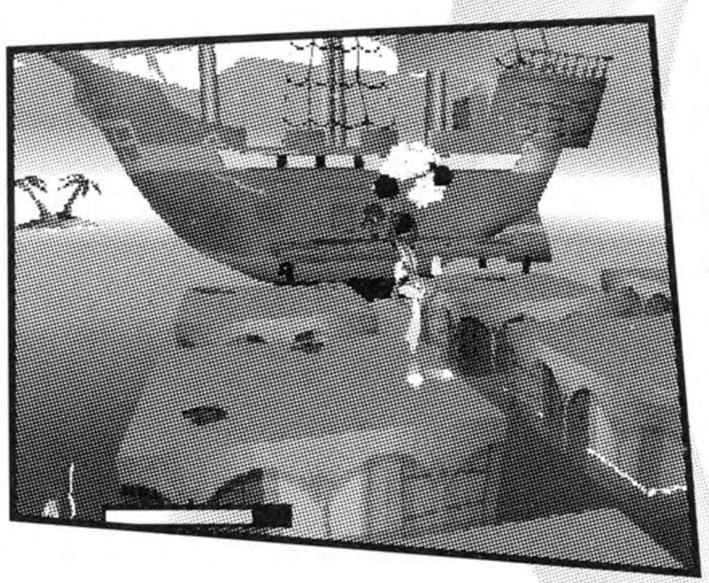
THE STONE AGE

*A prehistoric world filled with **dinosaurs** and a very persistent cave man who resembles **Elmer Fudd**.*



THE MEDIEVAL TIMES

*A world of castles, **knights** and **Witch Hazel**, who wants to make Bugs Bunny the main ingredient in her rabbit stew.*

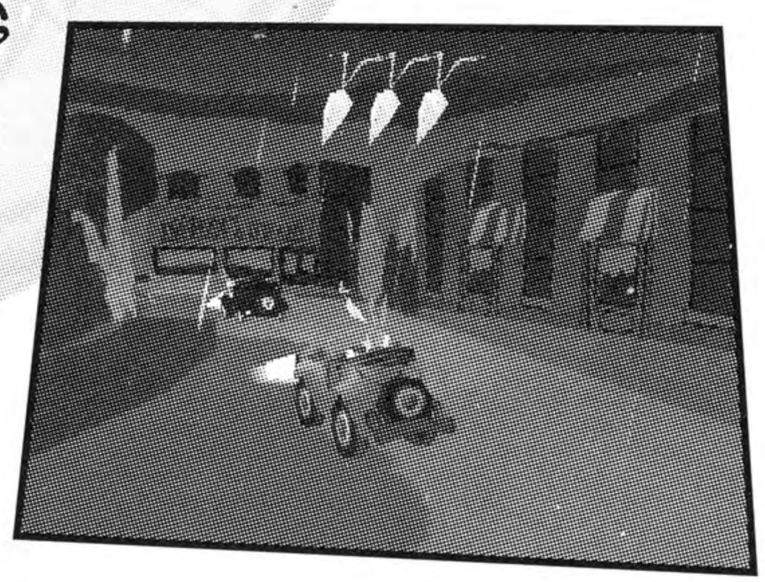


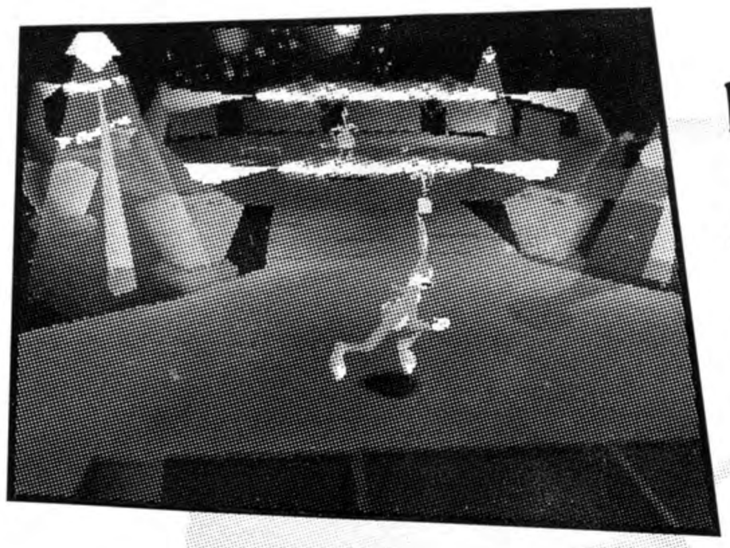
THE PIRATE YEARS

*A Carribbean island filled with crabs, oysters, and enough sea treasure to satisfy even a crusty old pirate like **Yosemite Sam**!*

THE 1930s

*An American city in the time of zoot suits and gangsters. Here Bugs Bunny finds himself in the middle of a bank robbery and two of the toughest gangsters around: **Rocky and Mugsy**.*

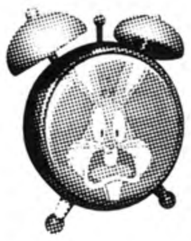




DIMENSION X

***Marvin The Martian**'s Space Station is filled with transporters, electrical hazards, robots and, of course, Marvin's minions.*

There are also many secret areas to discover...



PAUSING THE GAME

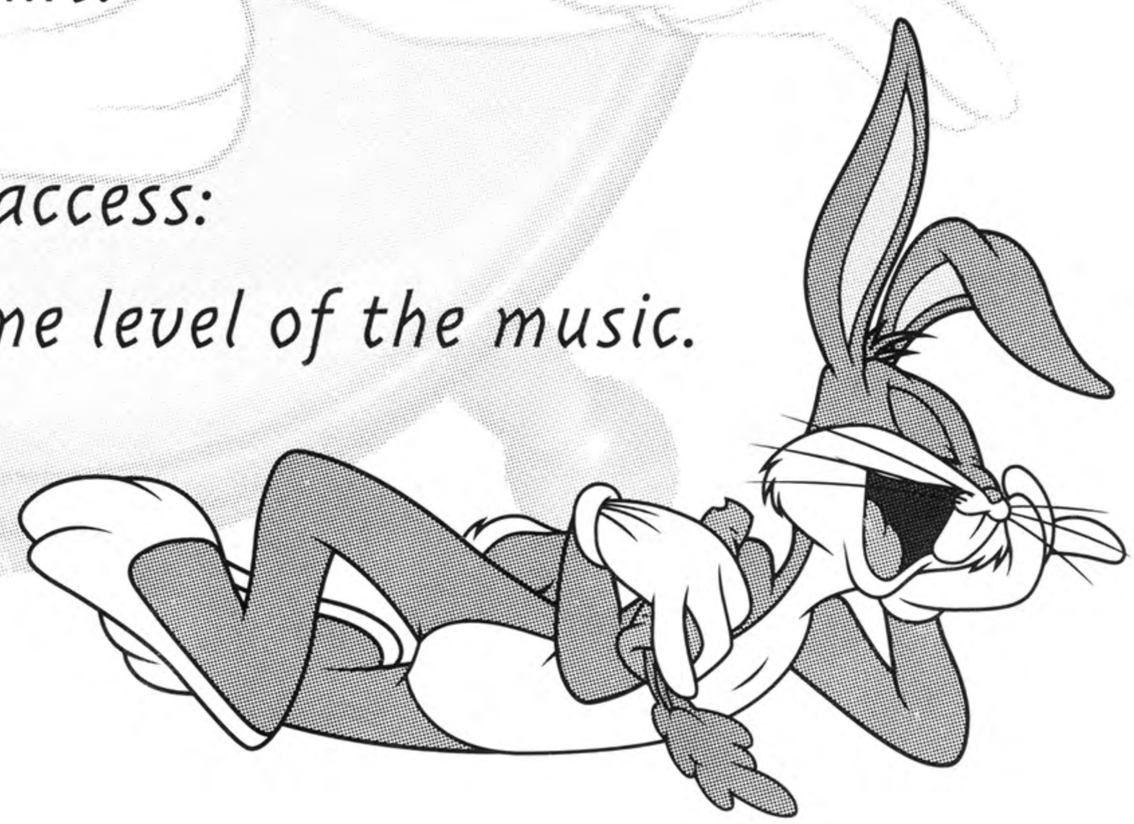
*Press the **START Button** to Pause the game. A menu will appear.*

*Use the **Directional Buttons** or the **Left Stick** to scroll through the options and press the ⊗ **Button** to make your selection.*

*Select **Continue** to return to the game.*
*Select **Options** to change the game.*

Within the Options Menu, you can access:

***Music Volume** - Change the volume level of the music.*
***Sound FX** - Change the volume level of the sound effects.*
***Speaker Setup** - Select either Mono or Stereo sound.*

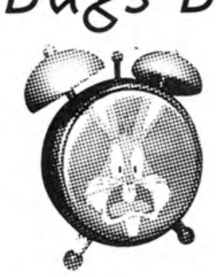


Vibration *- Select the vibration function of the* ***Analog Controller (DUAL SHOCK)*** *to ON or OFF (Default setting: ON).*

Select ***Quit****, to exit the present level or game.*

BUGS BUNNY'S ENERGY LEVEL

Bugs Bunny's energy is displayed by a special Carrot Bar that appears at the top of the game screen. A full energy bar displays three full carrots. The bar appears only when Bugs Bunny loses or gains energy. It can also be checked in the ***"Pause"*** *menu. Bugs Bunny's energy decreases by one half carrot each time he is injured and can be refilled by picking up Normal Carrots. When it is empty, Bugs Bunny must restart from the last Checkpoint.*

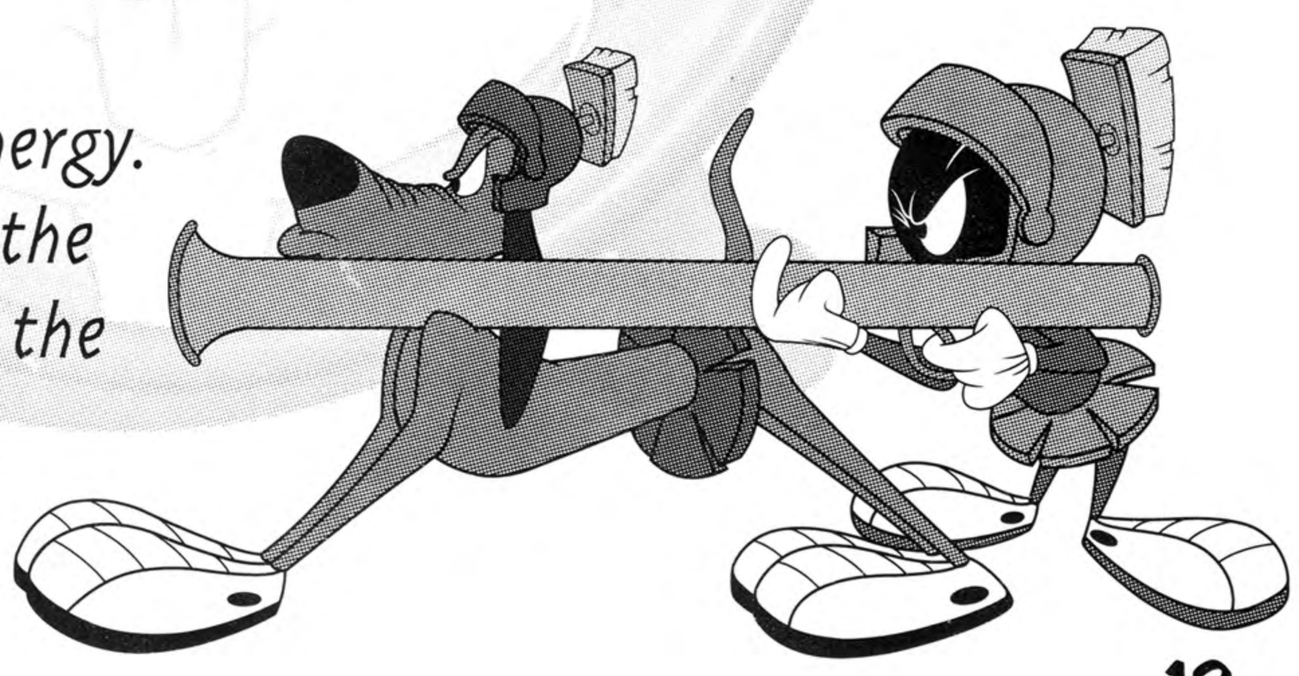


SPECIAL PICK UPS

There are four main pick ups in Bugs Bunny Lost in Time:

Normal Carrots

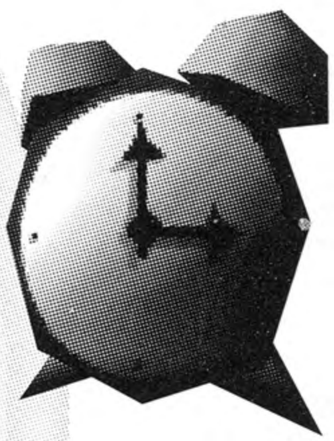
These give Bugs Bunny his energy. They can be found throughout the game, and are usually on the ground. If you collect enough carrots, you might earn a bonus Golden Carrot!



Golden Carrots

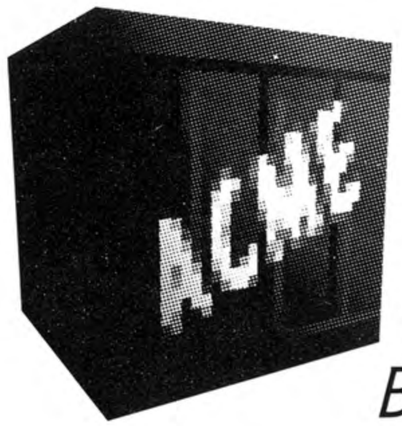
These provide access to bonus levels. Each bonus level has a minimum number of Golden Carrots required to gain access. These are more difficult to find than Normal Carrots and are usually awarded when a more tricky task is completed.

Clocks

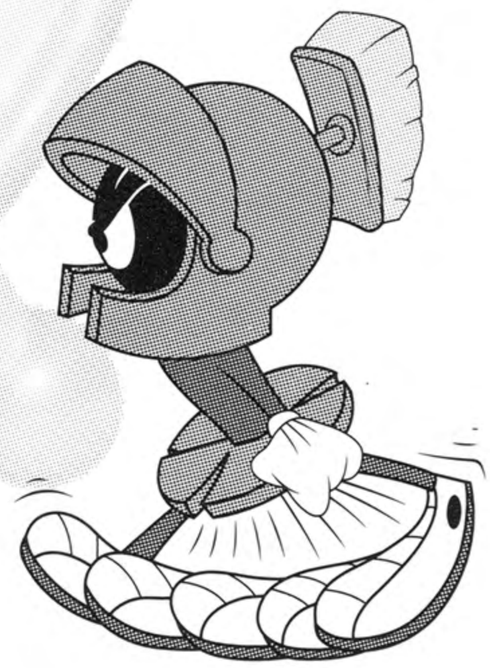


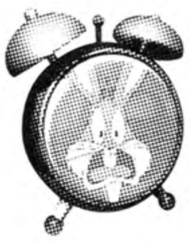
These allow you access to new levels. When enough Clocks have been collected the player will be allowed access. Collecting Clocks are also the key to returning to the present time.

Acme Boxes



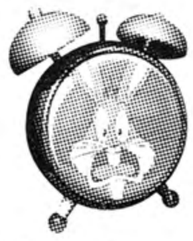
Bugs Bunny must break all of the red Acme Boxes in a level to be awarded an extra Clock. To break an Acme Box, Bugs Bunny must jump on top of it or kick it.





THE ULTIMATE GOAL!

Of course the ultimate goal is to return to the present. When Bugs Bunny has collected enough Clocks, the door to present time will be opened in the Era Selector. However, to fully complete the game, you must visit all areas, break every Acme Box, collect all Golden Carrots and collect all the Clocks. Bugs Bunny must even complete all the bonus levels and collect all their hidden items to complete the game 100%.



INVENTORY

*An Inventory Screen is displayed when the **Start Button** is pressed. This screen displays how many **Clocks**, **Golden Carrots**, and **Acme Boxes** have been collected in each level and how many are available to collect.*

* *The **Golden Carrot icon** displays the total number of **Golden Carrots** found and the total number available in the level.*

* *The **Clock icon** displays the total number of **Clocks** found and the total number available in the level.*

* *The **ACME Box icon** displays the total number of **Acme Boxes** found and the total number available in the level.*

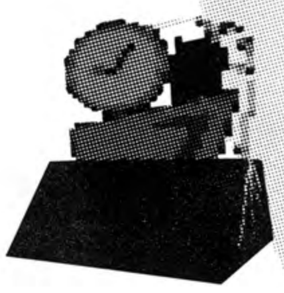
USEFUL OBJECTS AND WEAPONS

Useful objects may be found throughout the quest.

A timer or a limited number of shots may restrict the use of some objects. Once time has expired, Bugs Bunny returns to his normal attributes.

Here is a partial list of items that can be found:

* *Stackable boxes can be used as steps.*
* *A Torch to light certain objects.*



Timed Explosives (TNT sticks or powder barrels) Bugs Bunny can arm or throw.

A large Mallet to break objects or squash an enemy.

SPECIAL FEATURES

During the game, Bugs Bunny will be visited by Merlin Munroe.

Sometimes, Merlin provides hints about movements or hidden locations. He will also give Bugs Bunny magic spells to reach and open locked or inaccessible locations. To obtain a special feature, position Bugs Bunny over a special symbol and press ***"Action"****.*
Here is a list of spells:

Hocus-Pocus!
Starts fans for a limited time period.

Olly-Olly-Oxen Free!

Gives Bugs Bunny a super jump to access difficult areas.

Open Sesame!
Opens magic doors.

Magical Tune

Gives Bugs Bunny the ability to play music.

SECRET LEVELS

The entrance of each Secret Level is marked with a specific number of Golden Carrot symbols.
Bugs Bunny must collect the same amount or more Golden Carrots to enter a secret level. When Bugs Bunny fails or quits a Secret Level, he will reappear in front of the Secret Level entrance.

HOW TO ELIMINATE AN OPPONENT

There are many ways:

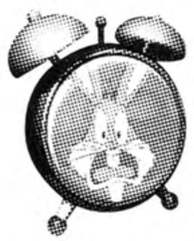
One way is to jump on their head. It will either stop or eliminate the opponent.

Then give him a kick! This method can be used on most smaller enemies.

You can also use special weapons or trap them under heavy falling objects like anvils and bank safes!

Some larger opponents require different methods. For example, to neutralize a medieval hangman, first make him run after you until he becomes tired. Breathless, he will stop. Now run behind him and give him a kick.

Do it quickly, because he will soon be chasing you again.



WHAT IS THE "?" OVER BUGS BUNNY'S HEAD?

When a question mark appears over Bugs Bunny's head, it means something nearby can be either read or checked.

Press the ***"Action"*** *Button to see what the question mark is all about. Either you will hear dialogue or text will appear*

at the bottom of the screen. Text will disappear after a short period of time or after a requested action. Follow the on-screen instructions.

WHAT IS THE "!" OVER BUGS BUNNY'S HEAD?

When an exclamation mark appears over Bugs Bunny's head, it means that something nearby can be activated. Press the ***"Action"*** *Button.*

SAVING YOUR POSITION

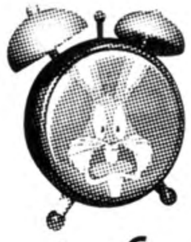
To avoid having to restart at the beginning of a level, it's necessary to find special locations called Checkpoints. They are represented by an icon of Merlin's hat.

When Bugs Bunny touches a Checkpoint, it saves this position until the next Checkpoint is crossed. To Save a game, press ***"Action"*** *when a "!" appears over Bugs Bunny's head, Merlin will appear and ask about saving Bugs Bunny's position. Answer* ***"YES"*** *or* ***"NO"****.*

HINTS AND TIPS

* *The game progression is partially non-linear. Though you will need a varying number of Clocks to enter Eras, you can leave and return to an Era without entirely completing it.*

* *The best way to find hidden objects such as Golden Carrots or Clocks, is to use Bugs Bunny's eyes (the △ button + Directional Buttons) and pan the camera around.*
* *Move the camera when you find your vision blocked — by using the L2 and R2 Buttons. This will allow you to choose the best view of an area.*
* *To activate switches, either kick or jump on them.*
* *To activate TNT, either kick it, jump on top of it or throw it.*
* *You can stack multiple items. Carry one, jump on the other and drop the first one. Then you can carry both at the same time. If you want to "unstack" them, just throw them with the* ***"Kick"*** *Button.*



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